

TEAMFIGHT TACTICS GAMEPLAY GUIDE

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Set in the fractured, dream-like Convergence, Teamfight Tactics is a new game mode in League that pits you against seven opponents in a free-for-all war for supremacy. Build the ultimate team, power-up your forces, then watch the battle unfold.

Do you have what it takes to be the last player standing?

GAMEPLAY

Little Legends

Your Little Legend is your avatar in Teamfight Tactics. Earn new Little Legends by playing Teamfight Tactics, or purchase them in the League of Legends store.

Swap between your Little Legends in the game lobby before starting a match. Move your Little Legend around the arena with right-clicks, and emote just like you would in any other League game mode.



Controls

Basic Controls

Left-click to do most things in the game.

- Click and drag champions between spots on the battlefield, or between your battlefield and bench.
- Click and drag items to give them to champions.
- Left-click on champions to purchase them from the store.
- Click and drag champions back to the store to sell them.
- Click on the minimap or scoreboard to view other players' arenas.

Right-click to move your Little Legend to the clicked location.

- Right-click to inspect champions and learn more about them.

Advanced Controls

- **W** - Press while hovering over a champion. This deploys that champion from your bench to the battlefield, or recalls it from the battlefield to your bench.
- **E** - Press while hovering over a champion to sell the champion
- **1 and 2** - Press to cycle through each player's arena. "1" goes to the next arena, "2" goes back to the previous.
- **Space** - Bring the camera back to your Little Legend, wherever it is. It will usually be in your arena.

Your Arena



1. Little Legend

- Your Little Legend is present at all times. Say hi!

2. Battlefield

- Where the fighting happens. Position your champions in the rows near you. Your opponent will arrive near the top.

3. Bench

- Purchased champions go here until you move them onto the battlefield.

4. Store

- You'll see a random selection of champions, including duplicates, from a shared pool in the store. Duplicate champions combine to create stronger versions of that champion (more on that later in the guide).
- **Lock/unlock the store:** You can lock your store so that it won't automatically refresh at the start of the round. This is useful if there's something you want but can't afford right now.
- **Refresh:** Pay a little gold to refresh the champions in the store. This happens for free at the start of each round, but sometimes you'll want to see more options.

- **Buy XP:** Pay gold to gain experience points. The higher your level, the more (powerful and expensive) champions you can pick from.
- 5. Trait Tracker
 - Track the origin and class bonuses that your champions qualify for.
- 6. Item Inventory
 - Items go here until they're equipped to champions (drag and drop to equip). When you sell a champion with items equipped, the items return here.
- 7. Gold Generators
 - Gold generators appear based on how much gold you already have. Each generator is worth one interest gold at the start of your next turn.
- 8. Scoreboard
 - This shows all players' health in the game. Click on players to view their arena.
- 9. Stage Tracker
 - Records which rounds you won in the current stage, which ones you lost, and how many are left to play.
- 10. Phase Tracker
 - Tells you which phase you're currently in and how much time is left.
- 11. Opponent's Side
 - When facing another player's team, you'll also see their bench, item inventory, and gold generators. And of course, you'll encounter their Little Legend.

Player Mechanics

Health

You start the game with 100 health. Each time you lose a battle, you'll take damage based on how many enemy champions survived the fight and how strong they were. Once your health drops to zero, you're knocked out and your champions return to the shared pool for others to recruit.

Gold

Gold is your primary resource, used to accomplish a number of important tasks:

- Buy champions.
- Refresh your store.
- Buy experience points to level up faster.

There are a few ways to earn gold:

- Automatically at the start of each round.
- As interest at the start of each round based on how many gold generators you have.
- As a bonus at the start of each round if you're on a winning OR losing streak.
- Immediately after winning a PvP round.

You can also earn gold by selling champions you no longer need. Stronger champions have a sell-back penalty, meaning you won't recoup the full cost of what you paid for them.

Leveling

Each player starts off at level 1 and levels up over the course of the match, up to level 9. The number of champions you have on your team is equal to your level, and you'll gain access to better champions as your level increases.

You gain a little experience at the end of each round—enough to level up at a decent pace in the early game. As the match progresses, however, you'll need to spend gold on experience points to continue expanding your team.

Game Structure

Stages

Teamfight Tactics is organized into stages, each consisting of several rounds of play.

Rounds

A round usually has a planning phase and then a combat phase.

Planning Phase

At the start of the planning phase, a couple of things happen automatically.

- You earn gold.
- Your store is refreshed with new champions (unless you locked it).

During the planning phase, you have 30 seconds to purchase champions, refresh your store (if desired), and deploy/position your champions on the battlefield.



Once the planning phase ends, your team is locked in and ready for combat.

Keep the strengths and weaknesses of your champions in mind when positioning them during the planning phase. Put champions with more bulk in front and

squishier damage dealers in back. But be careful—some champions are able to directly attack your backline.

Combat Phase (PvP)

Most of Teamfight Tactics consists of PvP rounds where you face off against a randomly-chosen opponent. After the planning phase ends, the combat phase begins and your Little Legend and champion team teleport to your opponent's arena—or perhaps your opponent will come to you! The combat phase lasts until every battle in the round is settled with a winner and loser, or until the timer runs out. If combat is still going on by the end of the timer, both players take damage based on the number of their opponent's surviving champions.



Duplicate Teams

Whenever there's an odd number of remaining players (seven, five, or three) in a PvP round, a random player's team is duplicated to ensure an even number of

round participants. The duplicate team can match up against anyone except the team it copied. If it wins the round, it deals damage to its opponent as if it were a real team. If it loses, nothing happens because it vanishes at the end of the round anyway.

Combat Phase (PvE)

Some rounds are PvE against AI monsters, rather than PvP against your opponents. The first three rounds of a game are all PvE, as well as the final round of most stages afterward. Defeated monsters sometimes drop items for you to equip to your champions.



Shared Drafts

At the start of the game and then every few rounds after, all players participate in shared drafts. In shared drafts, everyone is transported to the center island of the Convergence and gets to pick a free champion from a single, randomized line-up.

Pick the champion you want by running to it with your Little Legend, but move carefully: Little Legends pick up whoever they touch first, and there are no do-overs! In later shared drafts, lower-health players pick first.



CHAMPIONS OVERVIEW

Champions are the units you recruit, combine, deploy, and send into battle, fighting autonomously once combat begins. They perform a few key actions:

- Champions move around the battlefield to get into attack range of enemies.
- Champions attack each other, sometimes critically striking for extra damage.
- Every champion has a unique ability they'll occasionally cast. Abilities can be offensive, defensive, or provide utility to your team.

In addition to their actions, champions have eight base stats:

- **Health:** How much damage a champion can take before they die.
- **Attack Range:** How close a champion needs to be to attack an enemy.
- **Attack Damage:** How much damage a champion's attack deals.
- **Attack Speed:** How frequently a champion attacks.

- **Ability Power:** How strong a champion's ability is.
- **Armor:** Reduces the damage a champion takes from attacks.
- **Magic Resist:** Reduces the damage a champion takes from abilities.
- **Mana:** Determines how frequently a champion can cast their ability (a smaller mana stat means a lower ability cost, which allows for more frequent casts)
 - Champions typically start combat with an empty mana bar and fill it by attacking and taking damage.
 - Champions automatically use their ability when their mana bar is full.
 - A few champions have persistent passive abilities that don't use mana and are active at all times.

Star Level

Combine three of the same champion to get a two-star copy of that champion. Two-star champions have lots of additional health and attack damage, and their ability gets stronger as well.

Combine three two-star champs to make an even more powerful three-star version of that champion. Three-star champions have an incredible amount of health and attack damage, and their ability is fully upgraded!



Champions combine automatically when you have three of the same. The combined champion will automatically appear on your battlefield if one of the original champions is already deployed.

Tier

There are five tiers of champions. Higher-tier champions are stronger, but rarer and more expensive. You'll start off seeing only lower-tier champions in the early game, but as you level up, your chance of seeing the higher tiers progressively increases.

Higher champion tiers are identified by text color, gem shape, and gold cost:

- Tier 1 (1 gold)
-  Tier 2 (2 gold)
-  Tier 3 (3 gold)
-  Tier 4 (4 gold)
-  Tier 5 (5 gold)

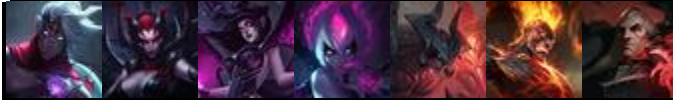
Origins

A champion's origin describes where they hail from, or where their allegiance lies. Deploy multiple unique champions with the same origin to unlock powerful trait bonuses! Copies of the same champion all benefit from their origin bonus, but only the first counts for determining how many unique champions you have deployed, even if your copies are different star levels.

Each origin has its own unique bonus:



Demon



- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



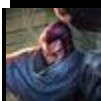
Dragon



- Deploying both Dragons makes them immune to ability damage.



Exile



- Exiles start combat with a shield if no other champions are adjacent to them at the start of combat.



Glacial



- Deploying multiple Glacials grants their attacks a chance to stun their target, increasing with more Glacials.



Robot



- Robots start combat with full mana.



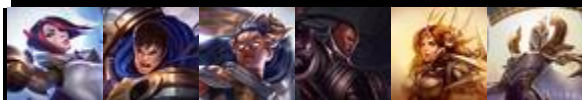
Imperial



- Deploying multiple Imperials grants one random Imperial double damage.
- Deploying every Imperial grants all of them double damage.



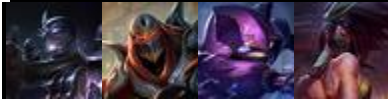
Noble



- Deploying multiple Nobles grants one random champion armor and on-attack healing.
- Deploying every Noble grants your whole team armor and on-attack healing.



Ninja



- Deploying exactly one Ninja grants it attack damage.
- Deploying every Ninja grants all of them even more attack damage.



Pirate



- Deploying enough Pirates grants you extra gold at the end of each round.



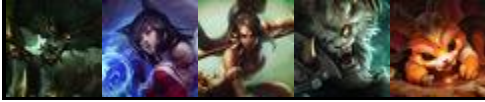
Phantom



- Deploying enough Phantoms curses a random enemy at the start of combat, dropping their starting health.



Wild



- Deploying multiple Wilds grants them attack speed as they attack.
- Deploying enough Wilds grants your whole team attack speed as they attack.



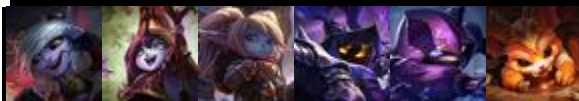
Void



- Deploying enough Voids lets your team ignore some of their targets' armor.



Yordle



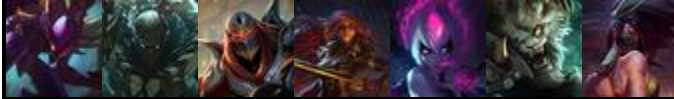
- Deploying multiple Yordles causes attacks against them to sometimes miss, increasing with more Yordles.

Classes

A champion's class describes how they fight and functions similarly to their origin, conferring additional trait bonuses based on how many unique members of that class you have on your team (duplicate champions don't count here, either):



Assassin



Assassins sneak across the battlefield at the start of combat, placing themselves opposite from where they started.

- Deploying multiple Assassins grants them increased critical strike damage, increasing with more Assassins.



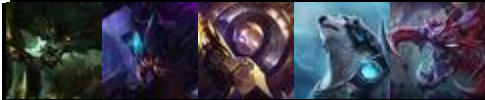
Blademaster



- Deploying multiple Blademasters grants their attacks a chance to hit extra times, increasing with more Blademasters.



Brawler



- Deploying multiple Brawlers grants them extra health, increasing with more Brawlers.



Elementalist



Elementalists gain more mana than usual from attacking.

- Deploying enough Elementalists summons an Elemental to fight for you at the start of combat.



Guardian



- Deploying both Guardians grants armor to themselves and allies that start combat adjacent to them.



Gunslinger



- Deploying multiple Gunslingers grants their attacks a chance to hit additional targets, increasing with more Gunslingers.



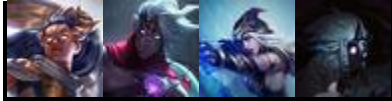
Knight



- Deploying multiple Knights lets them block damage from incoming attacks, increasing with more Knights.



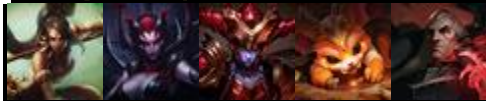
Ranger



- Deploying multiple Rangers grants them a chance to gain a burst of attack speed, increasing with more Rangers.



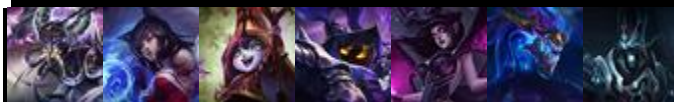
Shapeshifter



- Deploying enough Shapeshifters grants them health on transformation.



Sorcerer



Sorcerers gain more mana than usual from attacking.

- Deploying multiple Sorcerers grants your team ability power, increasing with more Sorcerers.

QUICK CHAMPION REFERENCE

TEAMFIGHT TACTICS

CLASSES

ASSASSIN	BLADEMASTER	BRAWLER	ELEMENTALIST	GUARDIAN	GUNSLINGER	KNIGHT	RANGER	SHAPESHIFTER	SORCERER

ORIGINS

DEMON	
DRAGON	
EXILE	
GLACIAL	
ROBOT	
IMPERIAL	
NOBLE	
NINJA	
PIRATE	
PHANTOM	
WILD	
VOID	
YORDLE	

*Gangplank, Gnar, Kennen, and Swain have multiple Origins or Classes, so they appear multiple times.

CHAMPION COMPENDIUM



Demon



Dragon



Exile



Glacial



Robot



Imperial



Noble



Ninja



Pirate



Phantom



Wild



Void



Yordle

Click the origin icons to see the champions!



Varus

The Arrow of Retribution



Tier 2

2 gold



Piercing Arrow

- Varus charges and fires an arrow, dealing damage to all enemies in a line.



Demon Origin

- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



Ranger Class

- Deploying multiple Rangers grants them a chance to gain a burst of attack speed, increasing with more Rangers.



Elise

The Spider Queen



Tier 2

2 gold



Spider Form

- Elise summons Spiderlings and transforms, gaining Lifesteal.



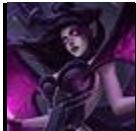
Demon Origin

- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



Shapeshifter Class

- Deploying enough Shapeshifters grants them health on transformation.



Morgana

The Fallen

 *Tier 3*

3 gold



Soul Shackles

- Morgana fires chains to nearby enemies, dealing damage. If those enemies are still nearby after a short delay, she stuns them and deals damage again.



Demon Origin

- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



Sorcerer Class

Sorcerers gain more mana than usual from attacking.

- Deploying multiple Sorcerers grants your team ability power, increasing with more Sorcerers.



Evelynn

Agony's Embrace

▲ *Tier 3*

3 gold



Last Caress

- Evelynn deals damage to the three closest enemies and teleports away. Damage is increased against low health enemies.



Demon Origin

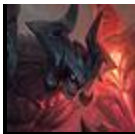
- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



Assassin Class

Assassins sneak across the battlefield at the start of combat, placing themselves opposite from where they started.

- Deploying multiple Assassins grants them increased critical strike damage, increasing with more Assassins.



Aatrox

The Darkin Blade

▲ *Tier 3*

3 gold



The Darkin Blade

- Aatrox cleaves the area in front of him, dealing damage to enemies inside it.



Demon Origin

- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



Blademaster Class

- Deploying multiple Blademasters grants their attacks a chance to hit extra times, increasing with more Blademasters.



Brand

The Burning Vengeance

🔱 *Tier 4*

4 gold



Pyroclasm

- Brand launches a bouncing fireball, damaging enemies hit.



Demon Origin

- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



Elementalist Class

Elementalists gain more mana than usual from attacking.

- Deploying enough Elementalists summons an Elemental to fight for you at the start of combat.



Swain

The Noxian Grand General



Tier 5

5 gold



Demonflare

- Swain transforms, draining health from all nearby enemies. At the end of his transformation, Swain sends out a burst of energy dealing damage to nearby enemies.



Demon Origin

- Deploying multiple Demons grants them a chance to burn away their target's mana, dealing damage based on the amount of mana burned. This chance increases with more Demons.



Imperial Origin

- Deploying multiple Imperials grants one random Imperial double damage.
- Deploying every Imperial grants all of them double damage.



Shapeshifter Class

- Deploying enough Shapeshifters grants them health on transformation.

ITEMS OVERVIEW

Items increase your champions' base stats and can upgrade into stronger items that provide unique effects. In PvE rounds, each monster you defeat has a chance of dropping an item. In Draft rounds, every draftable champion comes with an item equipped. You'll always see basic items early on, but as the game progresses, you'll have a shot at upgraded items.